

Appl. No. : 10/072,401  
Filed : February 6, 2002

## AMENDMENTS TO THE CLAIMS

*Please amend the Claims as follows:*

**Claim 1 (currently amended)** A method of enhancing a screen display of a gaming machine, the method including the steps of:

creating a background scene for a game screen of a spinning reel game, the spinning reel game comprising a video representation of a plurality of spinning reels, each reel comprising a set of symbols;

creating a plurality of composite symbols to overlie the background scene, the composite symbols forming the symbols of the reels; and

rendering at least a portion of each composite symbol transparent to enable the background scene to be viewed through the composite symbol.

**Claim 2 (currently amended)** The method of claim 1 in which each composite symbol comprises a carrier and a symbol portion and in which the method includes rendering a the carrier of each of at least certain of the composite symbols transparent.

**Claim 3 (previously presented)** The method of claim 1 which includes rendering said portion of each composite symbol transparent by a software implementation.

**Claim 4 (currently amended)** The method of claim ~~4~~ 3 which includes setting said portion of each composite symbol to an appropriate alpha channel value in an alpha channel range.

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**Claim 5 (previously presented)** The method of claim 4 which includes employing an objects based graphics system for development of the composite symbol with portions of the composite symbol being rendered opaque.

**Claim 6 (previously presented)** The method of claim 1 which includes creating a representation of a flashing composite symbol.

**Claim 7 (previously presented)** The method of claim 6 which includes placing a part of the background scene over the composite symbol and placing a flashing composite symbol animation on top of the part of the background scene to provide a flashing composite symbol.

**Claim 8 (previously presented)** The method of claim 6 which includes causing the composite symbol itself to be flashed on and off directly on top of the underlying part of the background scene so that the background scene remains visible and any background animations continue while the composite symbol flashes.

**Claim 9 (currently amended)** A gaming machine screen display which ~~includes~~ comprises:

a background scene for a game screen of a spinning reel game, the spinning reel game comprising a video representation of a plurality of spinning reels, each reel comprising a set of symbols; and

a plurality of composite symbols which overlie the background scene, at least a portion of each composite symbol being transparent to enable the background scene to be viewed through the composite symbol, the composite symbols forming the symbols of the reels.

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**Claim 10 (currently amended)** The gaming machine screen display of claim 9 in which each composite symbol comprises a carrier and a symbol portion and in which a carrier of each of at least certain of the composite symbols is rendered transparent.

**Claim 11 (currently amended)** The gaming machine screen display of claim 9 in which said portion of each composite symbol is rendered transparent by an appropriate selection of alpha channel value in an alpha channel range.

**Claim 12 (currently amended)** The gaming machine screen display of claim 9 which comprises a composite image with the composite symbols overlying the background scene.

**Claim 13 (currently amended)** The gaming machine screen display of claim 12 which incorporates ~~various~~ one or more animations.